Kiryu Sakakibara

Website: kiryusakakibara.github.io | **Email:** kps59@cornell.edu | **Phone:** (646) 872-3204
LinkedIn: www.linkedin.com/in/kiryusakakibara | **Github:** github.com/KiryuSakakibara

Education

Cornell University, College of Engineering *Sep 2019 - May 2023*

- B.S. in Computer Science, Game Design Minor | GPA: 3.4
- Relevant courses: Data Structures, Functional Programming, Differential Equations, Linear Algebra, Game Design, Databases, Algorithms, Computer Vision, Computer Graphics, Artificial Intelligence

The Bronx High School of Science *Sep 2015 - June 2019*

- Relevant courses: App Development, Game Programming

Experience

Software Engineer Intern *Seattle, WA*
Amazon *May 2022 – Aug 2022*

- Developed a full-stack web application from scratch using React and Java REST APIs, allowing internal Amazon employees to query a database easily and safely for information regarding unsellable servers.
- Collaborated with stakeholders frequently to ensure the application was being built based on customer needs first.

Teacher's Assistant for Intro Game Design *Ithaca, NY*
Cornell University *Jan 2022 – May 2023*

- Attended discussions and presentations to oversee 12 groups and the development of their games, as well as answer any questions that they may have had.
- Improved students' games by playtesting them, consulting game ideas, and helping debug their code during my office hours, resulting in games with better functionality and design.

Projects

***Time Step Delta* Video Game**
Personal Project

- Implemented physics simulations with time dilation by using integrals for more precision and data-driven design for easier customization of each object's interaction with time.
- Developed in the Phaser game engine using TypeScript and Node so it can be played on the browser. Electron and Webpack were used to make an executable version.
- Play at https://kiryusakakibara.itch.io/time-step-delta

***Yeti Set Go!* Video Game**
Advanced Game Design at Cornell

- A multiplayer platformer game for mobile devices developed by a team of 9 people in C++ using the CUGL game engine.
- Implemented screen/world transformations and collision detection.

***Honey Heist* Video Game**
Intro Game Design at Cornell

- A puzzle platforming game for computers developed by a team of 8 people in Java using the LibGDX game engine.
- Implemented level editor with manipulation of JSON files to store and load level designs and save states.

Skills

Programming languages: Java, JavaScript, C#, C++, Python
Development tools: Unity, LibGDX, Git/Github, Android Studio, Node, React, Spring, Electron, Webpack, openGL
Languages: English, Japanese